

The invention is claimed as follows:

1. A gaming device comprising:
 - a plurality of digits;
 - 10 a display device adapted to display said plurality of digits;
 - a plurality of player-selectable digit positions displayed by the display device; and
 - a processor operable with the display device to select and display a predetermined number of digits, wherein said number is greater than one,
 - 15 enable a player to select one of said digit positions for each of said selected digits, associate each said selected digit with the digit position selected by the player, and determine an award based on an order of the digits associated with the digit positions by the player.
- 20 2. The gaming device of Claim 1, wherein the display device includes a mechanical display of the digits.
3. The gaming device of Claim 2, wherein the mechanical display is substantially circular.
- 25 4. The gaming device of Claim 1, wherein the number of player-selectable digit positions is predetermined.
5. The gaming device of Claim 1, wherein the digit positions include
- 30 a one's digit position, a ten's digit position and a hundred's digit position.
6. The gaming device of Claim 1, wherein the processor is operable to enable the player to select one of the digit positions for each digit before each said digit is selected.

5 7. The gaming device of Claim 1, wherein the award has a value of
the order of the digits in said digit positions.

 8. The gaming device of Claim 1, wherein the award is based on a
mathematical operation applied to at least two of said digits in said digit
10 positions.

 9. The gaming device of Claim 1, wherein the processor is operable
to enable the player to rearrange the order of the digits associated with the
digit positions at least once.

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 10. The gaming device of Claim 1, which includes a player-
selectable modify input, wherein activation of the modify input initiates an
award modification method.

20 11. The gaming device of Claim 10, wherein the processor selects
one of the award modification methods to apply to the award.

 12. The gaming device of Claim 10, wherein the award modification
method is selected from the group consisting of: rearranging the digits of an
25 award; regenerating an award; adding a digit to an award; subtracting a digit
from an award; multiplying an award; replacing a lowest digit of an award;
replacing a highest digit of an award; removing a lowest digit from an award;
removing a highest digit from an award; reducing an award by a fraction of the
original value of said award; adding an amount to at least one of the digits of
30 an award; subtracting an amount from at least one of the digits of an award;
rearranging the generated digits in each of the digit positions to produce the
lowest possible award; rearranging the generated digits in each of the digit
positions to produce the highest possible award; replacing the digits of an
award with the lowest generated digit; and replacing the digits of an award with
35 the highest generated digit.

- 5 13. A gaming device comprising:
 a display device;
 a plurality of symbols adapted to be displayed by the display device,
wherein said symbols include a plurality of digits and at least one selection
symbol;
10 a plurality of selections adapted to be displayed by the display device,
wherein one of a plurality of the digits is associated with each selection;
 a plurality of digit positions displayed by the display device; and
 a processor operable with the display device to:
 (a) pick a predetermined number of symbols;
15 (b) enable a player to associate each of said symbols with
one of said digit positions;
 (c) enable the player to pick one of said plurality of selections
if the selection symbol is picked;
 (d) associate the digit associated with the selection picked by
20 the player with the digit position with which the selection symbol is
associated if the selection symbol is picked; and
 (e) determine an award based on an order of digits
associated with the digit positions.
- 25 14. The gaming device of Claim 13, wherein the displayed digits and
the selection symbol are displayed on a mechanical display device.
15. The gaming device of Claim 13, wherein the mechanical display
device is substantially circular.
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16. The gaming device of Claim 13, wherein the display device
reveals to the player the digit associated with the selection symbol if the
selection symbol is picked.
- 35 17. The gaming device of Claim 13, wherein the number of digit
positions is predetermined.

5 18. The gaming device of Claim 13, wherein the player is enabled to pick a digit position before said digit is randomly picked.

 19. The gaming device of Claim 13, wherein the award is based on an order of the digits in said digit positions.

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 20. The gaming device of Claim 13, wherein the award is based on combining by a mathematical operation at least two of said digits in said digit positions.

15 21. The gaming device of Claim 13, wherein the processor is operable to enable the player to rearrange the order of the digits associated with the digit positions at least once.

 22. The gaming device of Claim 13, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

 23. The gaming device of Claim 22, wherein the award modification method is selected from the group consisting of: rearranging the digits of an
25 award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of
30 an award; subtracting an amount from at least one of the digits of an award rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing the digits of an award with the lowest generated digit; and replacing the digits of an award with
35 the highest generated digit.

5 24. The gaming device of Claim 13, which includes at least one
award modification method, and wherein the processor randomly determines if
an award modification method will be applied to the award.

10 25. A gaming device comprising:
a plurality of digits;
a mechanical display device adapted to display said plurality of digits;
a plurality of selectable digit positions; and
an award adapted to be provided to a player including a plurality of
15 digits associated with the digit positions by the player, wherein the order of
said digits indicates a value of the award.

20 26. The gaming device of Claim 25, wherein the mechanical display
device includes a plurality of sections, wherein one of the plurality of digits is
displayed in each section.

27. The gaming device of Claim 25, wherein the mechanical display
device is substantially circular.

25 28. The gaming device of Claim 25, wherein the mechanical display
device is adapted to rotate and stop at a position wherein an indicator
indicates one of the plurality of digits.

30 29. The gaming device of Claim 25, which includes at least one
selection symbol displayed by the mechanical display device, said selection
symbol indicating a selection of at least one of a plurality of selections, wherein
one of the plurality of digits is associated with each selection.

35 30. The gaming device of Claim 29, wherein the plurality of
selections are displayed by a mechanical display device.

5 31. A gaming device comprising:
 a game;
 a cabinet;
 a moveable mechanical display device supported by the cabinet and
 having a plurality of modification methods displayed thereon, wherein the
10 mechanical display device is operable to simultaneously display a plurality of
 the modification methods to a player;
 an indicator supported by the cabinet and operable to move to indicate
 one of the modification methods which is displayed when the mechanical
 display device stops moving;
15 an original award including a plurality of digits associated with a plurality
 of digit positions, wherein the order of said digits indicates a value of the
 original award; and
 a modified award including a modification of the digits of the original
 award based on the modification method indicated by the indicator and
20 mechanical display device.

 32. The gaming device of Claim 31, wherein each modification
 method is associated with one of a plurality of sections of the mechanical
 display device.

25 33. The gaming device of Claim 31, wherein the mechanical display
 device includes a plurality of surfaces, each said surface displaying at least
 one of the modification methods.

30 34. The gaming device of Claim 31, wherein the mechanical display
 device is prism-shaped having three sides.

 35. The gaming device of Claim 34, wherein at least one modification
 method is displayed on each side of the mechanical display device.

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5 36. The gaming device of Claim 31, wherein the mechanical display device is positioned on a longitudinally extending rotational axis.

 37. The gaming device of Claim 36, wherein the indicator is operable to move substantially parallel to the longitudinal rotational axis.
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 38. The gaming device of Claim 31, wherein the mechanical display device is adapted to rotate along a rotational axis and to stop to reveal at least one modification method.

15 39. The gaming device of Claim 38, wherein the rotational axis is substantially horizontally disposed.

 40. The gaming device of Claim 31, which includes means for oscillating the indicator relative to the mechanical display device.
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 41. The gaming device of Claim 40, wherein the oscillation of the indicator is substantially parallel to the rotational axis of the mechanical display.

25 42. The gaming device of Claim 31, wherein the movement of the indicator is coordinated with the movement of the mechanical display device to designate one of the award modification methods to be applied to the award.

 43. The gaming device of Claim 31, wherein the indicator moves
30 simultaneously with the movement of the mechanical display device.

 44. The gaming device of Claim 31, which includes a processor operable to control the movement of the mechanical display and the movement of the indicator.
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5 45. The gaming device of Claim 31, which includes a predetermined
sequence that causes the mechanical display and the indicator to move
simultaneously.

10 46. The gaming device of Claim 31, which includes a predetermined
sequence that causes the indicator to move after the mechanical display stops
rotating.

15 47. The gaming device of Claim 31, which includes a predetermined
sequence that causes the indicator to pass by each of the modification
methods of the modification methods at least once before stopping to indicate
one of the displayed modification methods.

20 48. The gaming device of Claim 31, wherein the movement of the
mechanical display and the movement of the indicator are controlled by a
random generation.

25 49. The gaming device of Claim 31, wherein the movement of the
mechanical display and the movement of the indicator are individually
controlled by separate random generations.

- 5 50. A gaming device comprising:
 a plurality of digits;
 a first mechanical display device adapted to display said plurality of
 digits;
 a plurality of selectable digit positions;
10 an original award determined based on a plurality of digits associated
 with the digit positions, wherein the order of said digits indicates a value of the
 original award;
 a plurality of different award modification methods;
 a second mechanical display device adapted to display said award
15 modification methods; and
 a modified award determined based on a modification of the digits of the
 original award by the modification method indicated by the second mechanical
 display device.
- 20 51. The gaming device of Claim 50, wherein the modified digits of
 the original award and the digits of the original award indicate an amount of the
 modified award.
52. The gaming device of Claim 50, wherein a selectable modify
25 input which controls the processor is activated to initiate one of the award
 modification methods selected from the plurality of modification methods.
53. The gaming device of Claim 50, which includes a processor
 which controls the mechanical display device and which is operable to
30 randomly select a predetermined number of digits, enable a player to select
 one of said digit positions after each of said digits is selected, and associate
 said digit with the digit position selected by the player.

5 54. The gaming device of Claim 50, which includes an original award including a plurality of digits displayed by the display device, said original award resulting from a player selecting one of said digit positions after each of said digits is randomly selected, wherein the order of said digits indicates an amount of the original award.

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 55. The gaming device of Claim 50, wherein upon a triggering event in the game, said processor enables the player to select one of a plurality of digits associated with each of a plurality of selections, and to associate said digit with one of said digit positions.

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 56. The gaming device of Claim 55, wherein the triggering event includes the selection of a selection symbol displayed on the first mechanical display.

20 57. The gaming device of Claim 55, wherein the digit associated with the selection is revealed if the selection is selected.

 58. The gaming device of Claim 50, wherein the plurality of digits are displayed on a first mechanical display device, said first mechanical display
25 device is substantially circular.

 59. The gaming device of Claim 50, wherein the award modification methods are displayed by a second mechanical display device.

30 60. The gaming device of Claim 59, wherein the second mechanical display device includes a substantially prism-shaped device having three sides.

 61. The gaming device of Claim 59, wherein the second mechanical
35 display device is prism-shaped and disposed along a longitudinal rotational axis.

5 62. The gaming device of Claim 50, wherein the movement of a translating indicator is coordinated with the rotation of the second mechanical display device to designate one of the award modification methods to be applied to the award.

10 63. The gaming device of Claim 50, wherein the award modification method includes a rearrangement of the digits of the original award, wherein the rearranged digits indicate an amount of the modified award.

15 64. The gaming device of Claim 50, wherein the award modification method includes an award regeneration from numbers used to form the original award, wherein the regenerated numbers indicate an amount of the modified award.

20 65. The gaming device of Claim 50, wherein the award modification method includes adding a digit to the original award, wherein the digits of the original award and the new digit indicate an amount of the modified award.

25 66. The gaming device of Claim 50, wherein the award modification method includes removing a digit from the original award, wherein the digits of the original award with the digit removed indicate an amount of the modified award.

30 67. The gaming device of Claim 50, wherein the award modification method includes multiplying the original award by a number, wherein a product of the multiplication results in the modified award.

35 68. The gaming device of Claim 50, wherein the award modification method includes a removal of the lowest digit of the original award, wherein the remaining digits indicate an amount of the modified award.

5 69. The gaming device of Claim 50, wherein the award modification method includes a removal of the highest digit of the original award, wherein the remaining digits indicate an amount of the modified award.

10 70. The gaming device of Claim 50, wherein the award modification method includes a replacement of the lowest digit of the original award, wherein the remaining digits of the original award and the replacement digit indicates an amount of the modified award.

15 71. The gaming device of Claim 50, wherein the award modification method includes a replacement of the highest digit of the original award, wherein the remaining digits of the original award and the replacement digit indicates an amount of the modified award.

20 72. The gaming device of Claim 50, wherein the award modification method includes multiplying the original award by a fraction, wherein a product of the multiplication results in the modified award.

25 73. The gaming device of Claim 50, wherein the award modification method includes adding an amount to at least one of said digits, wherein the digits added to and the digits of the original award, if any, result in the modified award.

30 74. The gaming device of Claim 73, wherein whether at least one of said digits is modified is based on a probability.

 75. The gaming device of Claim 50, wherein the award modification method includes subtracting an amount from at least one of said digits, wherein altering at least one of the digits results in the modified award.

35 76. The gaming device of Claim 75, wherein whether at least one of said digits is modified is based on a probability.

- 5 77. The gaming device of Claim 50, wherein the award modification method includes a rearrangement of the digits of the original award to produce the lowest possible award, wherein the rearranged digits of the original award indicate an amount of the modified award.
- 10 78. The gaming device of Claim 50, wherein the award modification method includes a rearrangement of the digits of the original award to produce the highest possible award, wherein the rearranged digits of the original award indicate an amount of the modified award.
- 15 79. The gaming device of Claim 50, wherein the award modification method includes a replacement of the digits of the original award with the digit of lowest value in the original award, wherein the replaced digits of the original award indicate an amount of the modified award.
- 20 80. The gaming device of Claim 50, wherein the award modification method includes a replacement of the digits of the original award with the digit of highest value in the original award, wherein the replaced digits of the original award indicate an amount of the modified award.

5 81. A gaming device comprising:
 a plurality of digits;
 a display device adapted to display said plurality of digits;
 a plurality of player-selectable digit positions displayed by the display
device; and

10 a processor operable with the display device to
 (a) enable a player to select an order of a plurality of digit positions,
 (b) select and display a predetermined number of digits, wherein
said number is greater than one,
 (c) associate each of the selected digits with the digit positions
15 related to the order selected by the player, and
 (d) determine an award to provide to the player based on the order
of the digits associated with the digit positions.

 82. The gaming device of Claim 81, wherein the order of the digits
20 associated with the digit positions is based on the order of the plurality of digit
positions selected by the player and the order in which the predetermined
number of digits is selected and displayed.

 83. The gaming device of Claim 81, wherein one digit position is
25 selected before one of the predetermined number of digits is selected and
displayed, wherein said selected digit is associated with said selected digit
position.

 84. The gaming device of Claim 81, wherein the display device
includes a mechanical display of the digits.

30 85. The gaming device of Claim 84, wherein the mechanical display
is substantially circular.

 86. The gaming device of Claim 81, wherein the number of player-
35 selectable digit positions is predetermined.

5 87. The gaming device of Claim 81, wherein the digit positions include a one's digit position, a ten's digit position and a hundred's digit position.

10 88. The gaming device of Claim 81, wherein the processor is operable to enable the player to select a digit position for each digit before said digit is selected.

15 89. The gaming device of Claim 81, wherein the award has a value of the order of the digits in said digit positions.

 90. The gaming device of Claim 81, wherein the award is based on a mathematical operation applied to at least two of said digits in said digit positions.

20 91. The gaming device of Claim 81, wherein the processor is operable to enable the player to rearrange the order of the digits associated with the digit positions at least once.

25 92. The gaming device of Claim 81, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

 93. The gaming device of Claim 92, wherein the processor selects one of a plurality of award modification methods to apply to the award.

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5 94. The gaming device of Claim 92, wherein the award modification
method is selected from the group consisting of: rearranging the digits of an
award; regenerating an award; adding a digit to an award; subtracting a digit
from an award; multiplying an award; replacing a lowest digit of an award;
replacing a highest digit of an award; removing a lowest digit from an award;
10 removing a highest digit from an award; reducing an award by a fraction of the
original value of said award; adding an amount to at least one of the digits of
an award; subtracting an amount from at least one of the digits of an award;
rearranging the generated digits in each of the digit positions to produce the
lowest possible award; rearranging the generated digits in each of the digit
15 positions to produce the highest possible award; replacing all of the digits of an
award with the lowest generated digit; and replacing all of the digits of an
award with the highest generated digit.